AB

Bob,

Please consider the enclosed game for the monthly CONTEST. I certify that the program titled "FROGWAY" is largely the product of my own efforts and is not a copy of an available program by another author.

SIGNED 11-1-82 M. D. Shah

This is an updated version of a game I wrote some time ago. It now incorporates the CHRDIS routine as outlined in my tutorial, so it runs faster and has smoother animation. The old version was marketed to a very limited extent by Don Gladden and George Moses, but since all rights were retained by me, this should not effect its eligibility for the contest.

A FEW NOTES: The listing, instructions, and poke values have been carefully checked.

The chuckholes appear as rectangles of random widths in the bottom 5 lanes. One more chuckhole is added for every 25 points.

You can get thru the chuckholes from side to side, but not top to bottom. You can sometimes survive a car or truck if you're between the wheels.

The same player keeps going until a frog is run over.

There is a time limit for each frog.

(OVER) →

*WATCH FOR MY NEXT GAME-BOXING! (Better than Atari's or Mattel's!)

The 2000 BAUD VERSION was loaded 5 or 6 TIMES WITH TWO different recorders. Try TO get THIS side TO load, because IN THIS program, The AB version runs much better than THE BB version.